

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings of claims in the application. Applicants hereby present the claims and their status in the application.

Listing of Claims:

1. **(twice amended)** A method in which a user interacts within an immersive online community having avatar virtual objects, said method comprising the steps of:

interconnecting multiple computers using telecommunications mechanisms optimized for low band width connections;

providing a set of user tools including identity tools;

a user users of said multiple computers, through use of said identity tools selecting a set of characteristics to represent a first avatar object objects wherein each of said characteristics is associated with a unique personality specified by the user and represents the user in the online community;

providing a set of interface tools;

said first-avatar object objects interacting with each other avatar objects, utilizing predetermined ones of said interface tools, such that said other avatar objects receive real-time responses to stimuli initiated by said other avatar objects; and

said first-avatar object objects interactively passing user generated content between said other avatar objects and said user under administrative controls[-] ; and

said users, through said computers, controllably navigating said avatar objects within the confines of the immersive online community.

2. **(cancelled).**

3. **(currently amended)** The method of Claim 2₁ wherein the

navigation is metaphorically correct representation of a three dimensional world.

4. **(twice amended)** The method of Claim 1 wherein the response to stimuli includes said ~~user~~ users sending projectiles between said ~~first~~ at least one avatar object and another avatar object.

5. **(currently amended)** The method of Claim 1 wherein the response to stimuli includes said ~~a~~ user dancing in a metaphorically correct manner.

6. **(currently amended)** The method of Claim 1 wherein the response to stimuli includes said ~~a~~ user playing games with said other avatar objects.

7. **(currently amended)** The method of Claim 1 wherein said ~~user creates~~ users create objects using interactive Java tools to interact within the Immersive online community .

8. **(currently amended)** The method of Claim 1 wherein said ~~a~~ user employs verbal invocations that leads to actions such as projectile throwing, dancing and game playing.

9. **(currently amended)** The method of Claim 1 wherein said ~~a~~ user participates in the economy on the immersive online community via use of an economy tool.

10. **(original)** The method of Claim 1 wherein the administrative controls provide governance and logging to user actions with the immersive online community.

11. **(twice amended)** A computer system contained within a computer network comprising:

multiple computers connected together using telecommunications mechanisms optimized for low band width connections;

a plurality of users using said multiple computers communicate with each other by way of a plurality of avatars;

said computer system comprising the steps of:

providing a set of user tools including identity tools[;] for use by said users to

a user through use of said identity tools selecting select a set of characteristics to represent a first an avatar object wherein each of said characteristics is associated with a unique personality specified by the a user[;] and represents the user in the online community; and

providing a set of interface tools[;] for use by said users to cause said first avatar object objects to interacting interact with other avatar objects utilizing said interface tools such that said other avatar objects receive real-time responses to stimuli initiated by said other avatar objects[;] and to cause said first avatar object objects interactively to passing pass user generated content between said other avatar objects and said user under administrative controls.

12. (currently amended) The system of Claim 11 which further includes means wherein for the user users to controls control navigation of said first avatar object objects within the confines of the immersive online community.

13. (currently amended) The system of Claim 12 wherein the said navigation is metaphorically correct representation of a three dimensional world.

14. (currently amended) The system of Claim 11 wherein the user creates objects using which further includes interactive Java tools for use by the users for creating objects to interact within the immersive online community.

15. (twice amended) The system of Claim 11 wherein the user employs verbal invocations that leads to actions such as projectile throwing, dancing and game playing between said first avatar object objects and ~~said~~ other avatar objects.

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16. **(currently amended)** The system of Claim 11 ~~having~~ which further includes an interface engine residing within a Java environment, the interface engine updating dynamically using Java standard class libraries.

Claims 17-20 (cancelled).